Issue # 5

SUPERMAN & BATMAN MAGAZINE

HAWKMAN FLIES INTO ACTION

THE NEW FACE OF BATMAN

GUY GARDNER SPEAKS OUT!

ChaOs at the Carnival!

SUMMER 1994
$1.95
CAN. $2.50

KEVIN ALTIERI

J. Calmette

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Cover: pencil art: KEVIN ALTIERI; painting: JOHN CALMETTE; Hawkman cover inset: art: TY TEMPLETON; painting: JOHN CALMETTE; Batman cover inset: JOE DEVITO; Guy Gardner cover inset: pencils: MIKE PAROBECK; inks: RICK BURCHETT; painting: JOHN CALMETTE.

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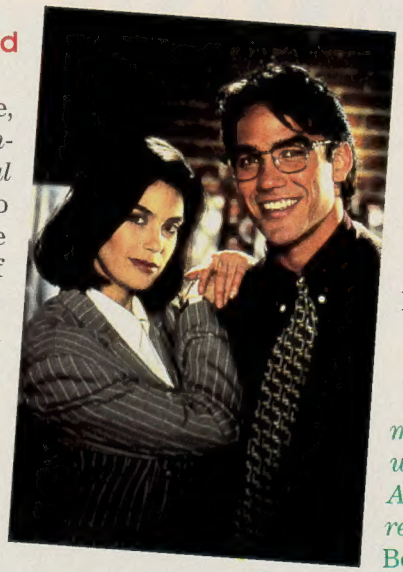
MPA

Letters to SUPERMAN & BATMAN MAGAZINE

Dear Superman and Batman,

I love your magazine, especially the *Daily Planet*. I also like the *Martial Arts* articles. I hope to see more on that in the near future. I wonder if you will ever go on the set of *Lois & Clark* and interview the stars, Teri Hatcher and Dean Cain? You see, I love that show, and I'd love to hear from Teri (Lois Lane) and Dean (Clark Kent/Superman). To tell the truth, I love Teri. Her acting is great, and her martial arts are explosive! If I could be granted three wishes, I'd like to have an autographed picture of Lois and Clark, an autographed copy of the *Daily Planet* from the show, and a pair of Clark Kent's glasses.



Christopher Peach
Norfolk, VA

We're glad you're such a fan of Lois & Clark: The New Adventures of Superman, *Chris. At present we have no plans to go backstage again, but you can tell Teri Hatcher how much you admire her work on the show by writing to her: c/o* Lois & Clark: The New Adventures of Superman, *Warner Bros. Television, 300 Television Plaza, Trailor 47, Burbank, CA 91522. And if you ask nicely, she may even send you a signed photo!*

Dear Superman and Batman,

After I read your third issue, I must say you are doing a great job. I like the *Daily Planet* the best. Both Superman and Batman are cool, but I like Superman better. I have not collected comics for long; I got hooked on the Batman *Knightfall* and Superman *Doomsday* storylines. Your comics in the magazines are as good as the real comic books, and sometimes even better. I loved "Superman vs. the Mechanical Monsters." Keep up the great work!

Randy Lotowycz
Warren, NJ

Since you're hooked on Batman's adventures, you won't want to miss our excerpt from Alan Grant's novel for young readers, Batman: Knightfall & Beyond, *beginning on page 18.*

Dear Superman and Batman,

I just received my first issue of your magazine, and it is awesome! I'm a big Superman fan, so the *Daily Planet* was the first thing I read. I'm glad Superman is alive. Without him, there would be no hope. Yay, Superman!

Ty Troxel
Mason City, IA

Editor's Note: *The article "Batman Comic Tackles Gun Control"* (Superman & Batman Magazine #4, *spring, 1994) stated that characters in* Batman: Seduction of the Gun *were based on students from St. Angela Hall Academy in Brooklyn, New York. The students at St. Angela Hall Academy contributed to the writing of the comic book by supplying realistic dialog for the fictional high school pupils. No characters in the comic book were based on real people. Our apologies to the school community of St. Angela Hall Academy for this error.*

We like to think of this as your magazine, so let us know what you think of it! Send your comments and suggestions to: Superman & Batman Magazine, Welsh Publishing Group, Inc., 300 Madison Avenue, New York, NY 10017

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DAILY PLANET®

SUMMER 1994 SUNDAY SUPPLEMENT VOLUME 1, NO. 5

BATMAN REVEALS NEW, DARKER SIDE

By S. Abott Sonneborn

For residents of Gotham City, Batman's dark costume is a reassuring reminder that the Darknight Detective is on patrol, ready to protect them. But in recent weeks, Batman's costume has changed dramatically, and so, some say, has the man inside.

The adjustments Batman has made to his costume go beyond mere fashion. The yellow-and-black symbol on his chest is now covered by a suit of body armor. Where he once wore gloves, he now has razor-sharp claws. Batman also has taken on several high-tech devices, including a flame-thrower.

The changes first became noticeable after Batman's grueling battle with the monstrous and mysterious Bane. Since then, Batman seems to have become more aggressive and hard-hitting. Observers say the changes are so dramatic that he almost seems like another man altogether.

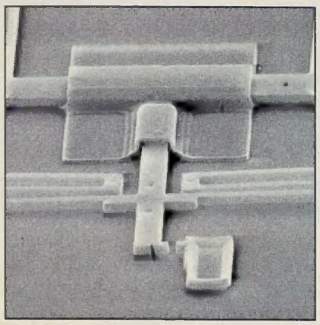
Gotham City's Mayor, Armand Kroll, approves of Batman's new methods. At a recent news conference Kroll stated, "He is tougher. But these are tough times in the city, and we need a Batman who's willing to do whatever it takes."

Commissioner James Gordon is not so certain, however. A longtime supporter of the Batman, he voiced concern over the Dark Knight's changes. "The Batman has had some dramatic successes against crime," said Gordon, "but many of his recent actions disturb me."

Adding to the mystery are reported sightings of a second Bat-like figure dressed in the traditional dark costume. Can there be *two* Batmen? And if so, which is the true Dark Knight?

Art: BRIAN STELFREEZE

SCIENTISTS SHRINK STEAM ENGINE



Sandia National Laboratories' new microscopic steam engine, seen here magnified 1000 times!

By Steve Morgenstern

Scientists at the Sandia National Laboratories in Albuquerque, New Mexico, are thinking big by acting small—as small as the microscopic super-hero the Atom, in fact. Sandia's scientists have developed a steam engine so tiny that you could fit several of them on the head of a pin.

How does an engine that small work? A droplet of water in a chamber is heated by an electrical wire. The heat turns the water into steam, which expands in the chamber and forces a tiny piston out. Turn off the electricity and tiny springs pull the piston back in. Because the water evaporates, you have to keep putting a fresh supply of water into the engine, and that isn't easy. So scientists are looking for an oil to do the job without disappearing in a puff of steam.

Sandia's scientists hope to use the engine to create microscopic tweezers for building tiny machines like the microprocessors inside computers, which are smaller than 1/1,000,000 of an inch. Scientists also plan to make surgical instruments that could manipulate nerves and delicate tissues, and even individual cells. And that's no small accomplishment.

DAILY PLANET®

SUMMER 1994 SUNDAY SUPPLEMENT VOLUME 1, NO. 5

WORLDS COLLIDE IN METROPOLIS

Pencils: TOM GRUMMETT; inks: KARL KESEL; colors: TOM MCCRAW

By Phil Richards

Standing unused and half-demolished since being ravaged by the creature called Doomsday, the Hobsneck Bridge received some unexpected traffic today in the form of the sudden appearance of two mysterious visitors. Even stranger is the fact that these apparent superheroes appeared out of nowhere at the sheared-off end of the bridge. Calling themselves Static and Rocket, they claim to come from a city called Dakota, located in an unknown dimension.

Rocket and Static are not the first to claim the existence of a parallel world. Another recent arrival, the cosmic-powered villain named Rift, has stated that his goal is to conquer not only our world but another one very much like it.

Static and Rocket quickly joined forces with Superboy, the young hero who once claimed to be Superman, to battle Rift. At the same time, Steel, the high-powered Washington, D.C.-based hero, was rumored to be in Metropolis, joining in the fight. As these superheroes ready themselves for action, Metropolis prepares itself for the worst.

NASA HEROES FIX TELESCOPE IN SPACE

By Scott Sonneborn

Flying into outer space may be no problem for super-powered heroes like Superman, but for astronauts from the National Aeronautics and Space Administration [NASA], it's an act of incredible heroism. Take astronauts Jeffrey Hoffman, Kathryn Thornton, Tom Akers, and Story Musgrave, for instance. Last December, they rocketed into orbit to repair the Hubble Space Telescope and spent five days spacewalking—280 miles above the Earth!

The astronauts worked more than five hours at a time repairing the Hubble's advanced electronic parts. The result: the telescope was "fixed beyond our wildest expectations," said Dr. Edward J. Weiler, the project's chief scientist.

The telescope was designed to take photographs of distant stars and galaxies and transmit them back to Earth. Unfortunately, it didn't work the way it was supposed to. A faulty lens caused the telescope to take fuzzy pictures. But the Hubble was already in space when this was discovered, so NASA had to send specially trained spacewalkers to fix it. Thanks to these heroic astronauts, we now have crisp, new pictures of our universe.

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All eligible entrants must be 17 yrs. of age or younger. Each entry must be mailed separately. Only original entry forms will be eligible. Photocopies, facsimilies, and other reproductions not accepted. All entries must be received by August 19, 1994.

Random drawing for one (1) Grand Prize will be held on, or about, August 22, 1994 from among all completed and eligible entries received. Drawings will be conducted by The Merchandise Center, an independent judging organization, whose decisions are final. No responsibility is assumed for lost, damaged, late, misdirected, illegible, incomplete or postagedue entries. All entries become property of The Willy Wonka Candy Factory® and none will be returned. Winner will be notified by certified mail. Odds of winning depend upon the number of entries received.

One (1) Grand Prize: A trip for a family of 4 plus a friend of the winner (2 adults and 3 children) includes: roundtrip coach airfare from commercial airport closest to the winners home. Hotel accommodations for two (2) nights (maximum $130.00), a rental car for three (3) days (licensed drivers only), a tour of The Willy Wonka Candy Factory®, admission of a family of four plus a friend to Six Flags Great America Inc., $200.00 in cash for use in Great America and a year's supply of candy. No substitutions of prize. Prize must be redeemed prior to October 10, 1994. All other expenses shall be the full responsibility of the winner.

Sweepstakes Prize (Estimated retail value $4,000). Trip value may vary due to location of the winner and the fare at the time of departure.

Prize Rules: Parents or legal guardian of the winner and friend will be required to sign an Affidavit of Eligibility and Release of Liability, which must be returned within 5 days of notification or prize will be forfeited. By entering the sweepstakes, winning entrants accept and agree to all sweepstakes rules and to the extent allowed, grant permission to use their name, biographical information and photograph and/or likeness for advertising and promotional purposes, without additional compensation or further consent. Payment of federal, state, and local taxes is the obligation of the winner.

Eligibility: Sweepstakes is open to all residents of the Continental United States. Void where prohibited by law. Employees of Sunmark, Inc., its affiliates, subsidiaries, retailers, distributors, agencies, and the immediate families of each are not eligible to participate. Winners release Sunmark Inc., its shareholders, officers and directors, their agents and agencies from any claims, losses or damages resulting from the receipt and use of prizes awarded.

Winners List: To obtain the name of the prize winner (available after August 22, 1994), send a self-addressed, stamped envelope to: Willy Wonka's® Golden Sweepstakes P.O. Box 83167 Milwaukee, WI 53223

Requests must be received by September 31, 1994.

Willy Wonka's®

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YOU TELL THE STORY!

Art: TY TEMPLETON; coloring: TOM McCRAW

Tell us about the scene above and you could win a prize! The action-packed artwork on this page was the cover and the pullout from the very first issue of *Superman & Batman Magazine* (a key to the characters is on page three of that issue). And now, on our first anniversary, we have a challenge for you. Look at the picture, then come up with your own story about what you think is happening.

In 50 words or less, come up with a story to explain why all these super-heroes are racing toward their enemies and how they got there. Then send your story to us. We'll randomly choose 20 entries to win the following prizes:

Ten copies of *Batman: The Animated Series: A Pop-up Playbook*, courtesy of Little, Brown and Company!

Ten copies of *Superman Lives!*, courtesy of Time Warner AudioBooks!

Not only will we send prizes to the winners, but we also may run some stories we receive in a future issue!

Send your ideas to: You Tell the Story!, *Superman & Batman Magazine*, Welsh Publishing Group, Inc., 300 Madison Avenue, New York, NY 10017.

NO PURCHASE NECESSARY. All entries must be received by September 1, 1994. Limit one entry per envelope. Incomplete and illegible entries are invalid. Contest sponsors are not responsible for lost or misdirected mail or typographical errors. All entries become the property of the sponsors. All prizes will be awarded. Cash value of prizes: Less than $100. Prizes cannot be redeemed for cash, exchanged, or transferred. Contest open to US residents, except employees of Welsh Publishing Group, DC Comics, Time-Warner, Inc., and Little, Brown and Company, and their families. Odds of winning depends on total number of entries received. All entrants agree to abide by all the rules and conditions of the contest. All letters become the property of Welsh Publishing Group, Inc., and will not be returned. All entrants grant to the sponsors permission to use their entries and names in advertising and promotions for the contest. Decisions of the judges shall be final. Winners will be chosen in a random drawing on or about October 1, 1994, and will be notified by mail. List of winners and complete contest rules available by sending self-addressed stamped envelope to "You Tell the Story!," *Superman & Batman Magazine*, Welsh Publishing Group, Inc., 300 Madison Avenue, New York, NY 10017, before January 1, 1995. Residents of Washington and Vermont need not enclose a stamped envelope. Winners shall be responsible for all applicable taxes. Federal and state regulations apply. Void where prohibited.

To find out the answer, fold this page so that the tips of the arrows touch each other.

What's the difference between BaRQTOOS II, the Removable Body Art FRee from BaRQ's Root Beer and Regular TaTTOos that get SeaRED inTO YOur Burning fLeSH While You shell out hundreds of DollarS for a Lame design YOU Can't eVer ChanGE, SO yoU'Re Bitter FoR the resTOF Your Life ?

FRee

inSide specially-Marked 12 packs from the people who broUght yOu

ONLY FROm Barq's ROOT BEER

BaRQTOOS ...NOW come... BaRQTOOS II

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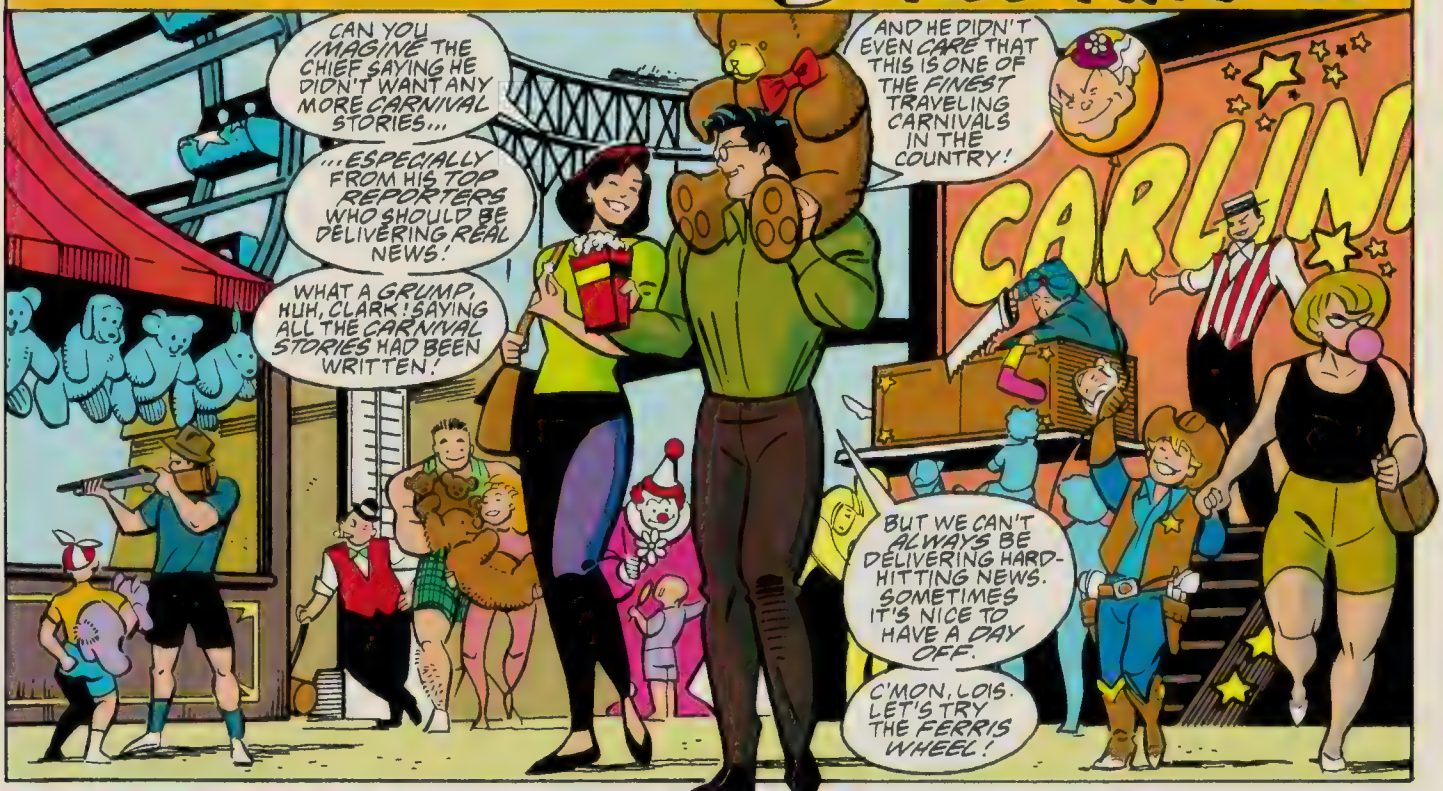
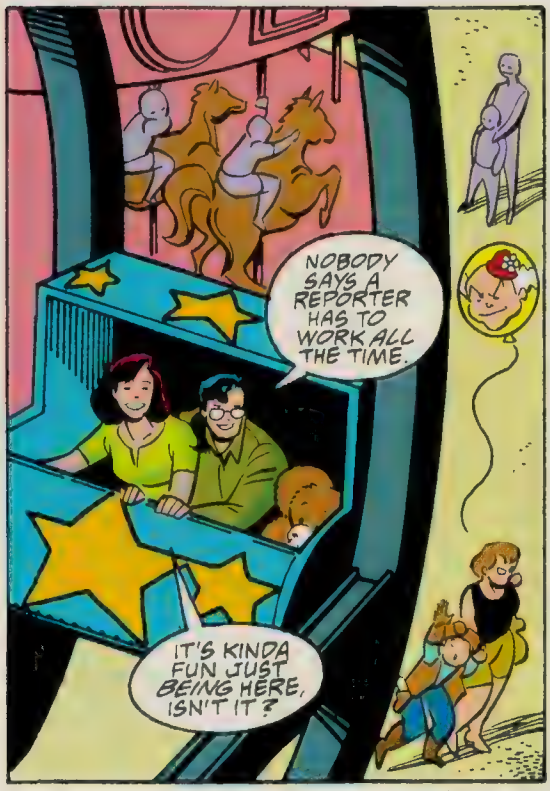
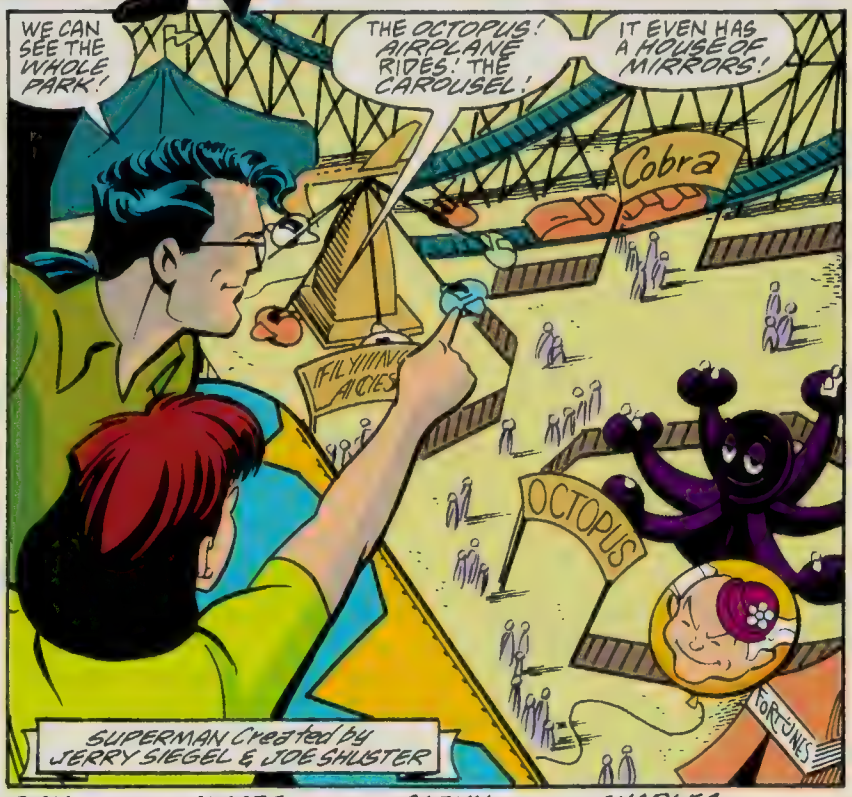
SUPERMAN IN ALL MX'D UP







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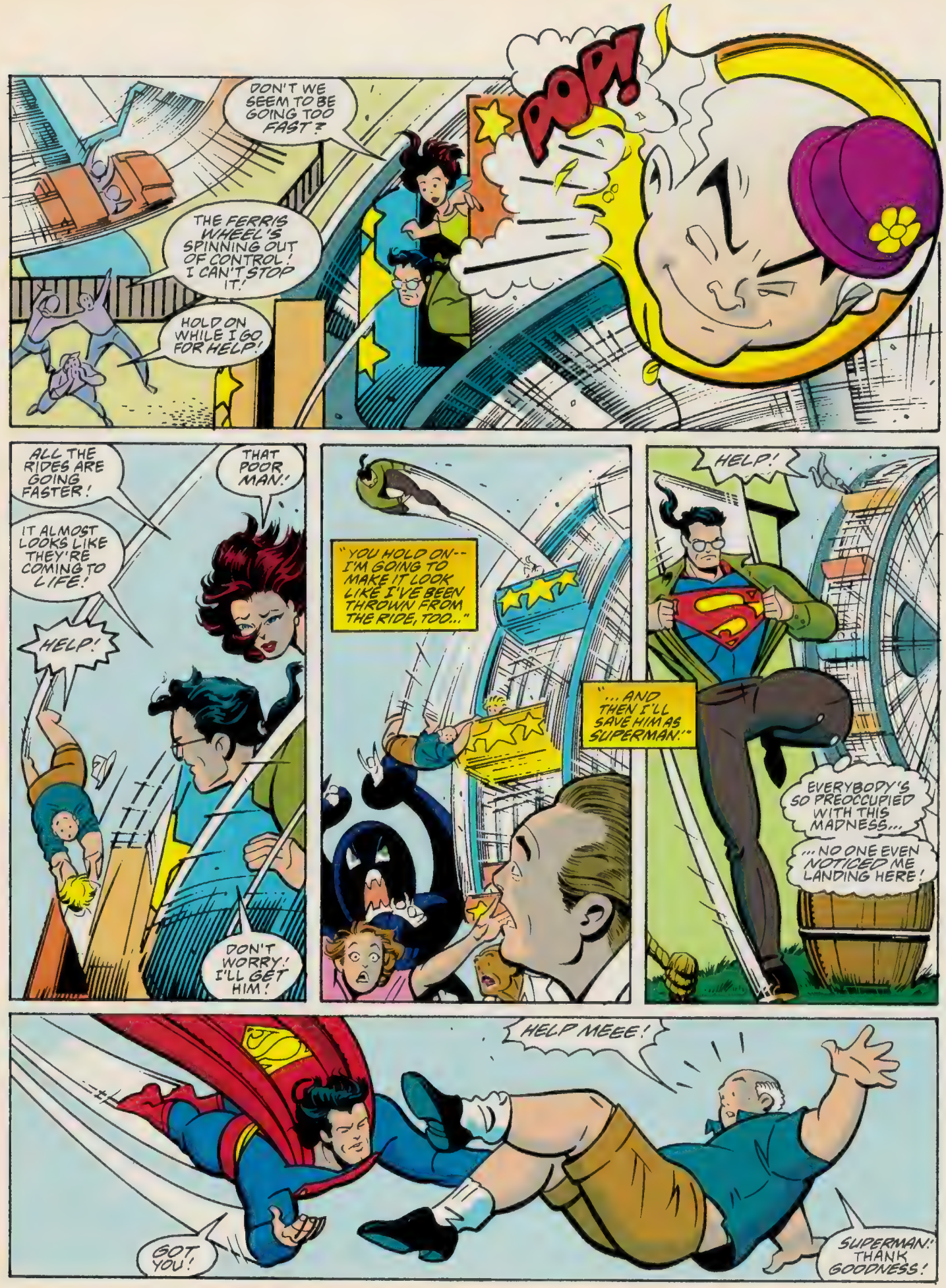
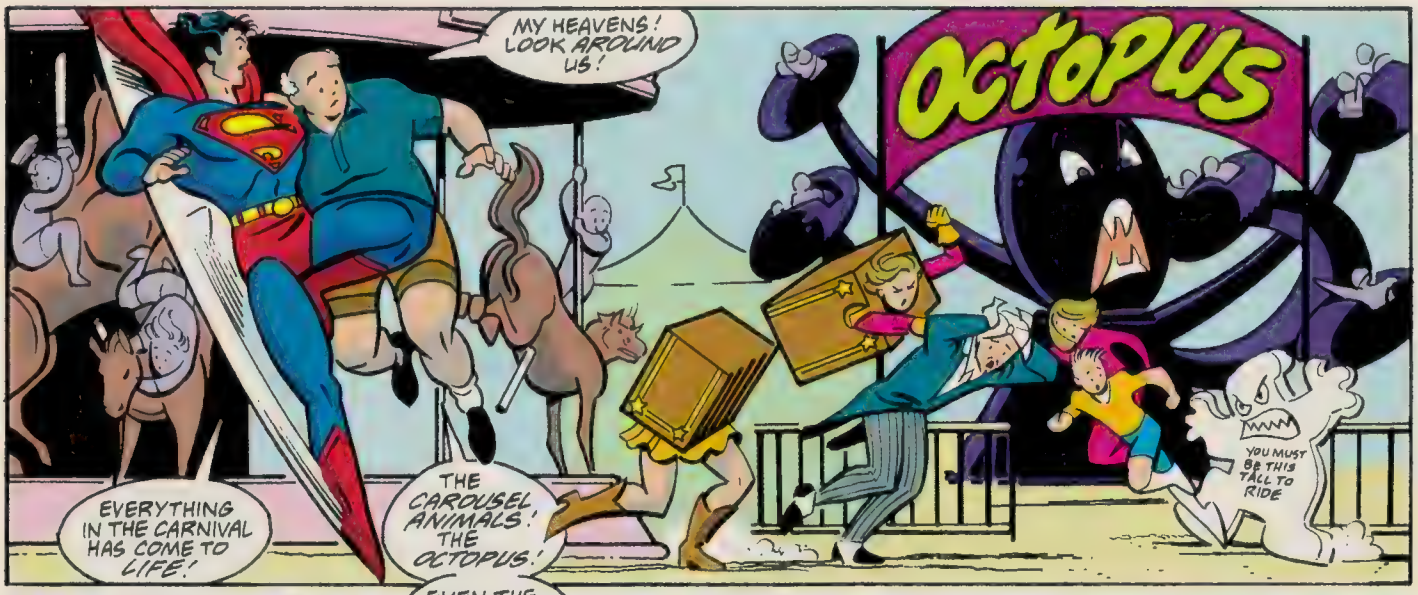
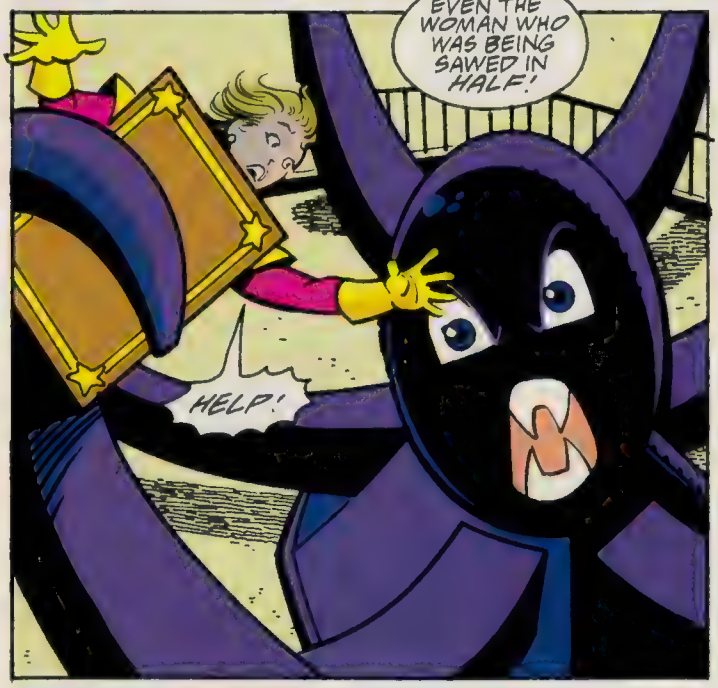
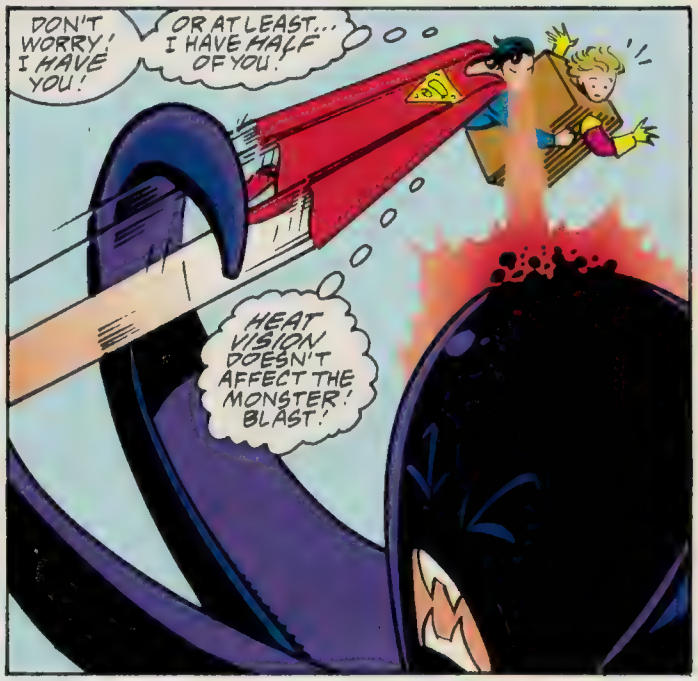
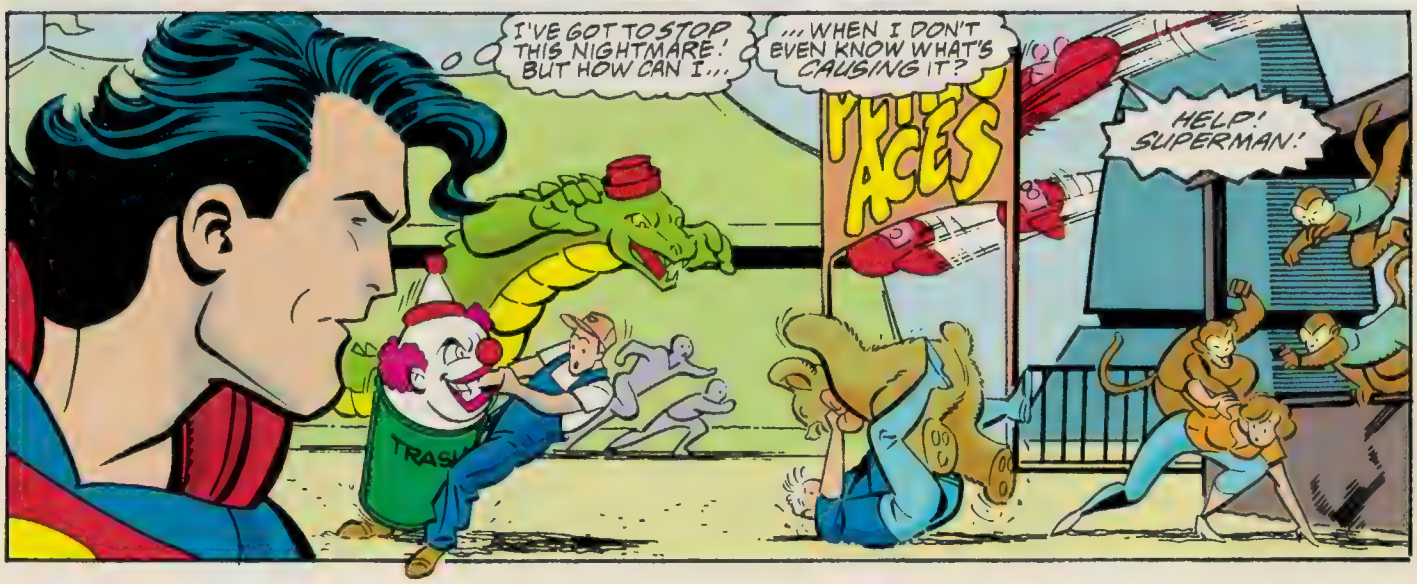
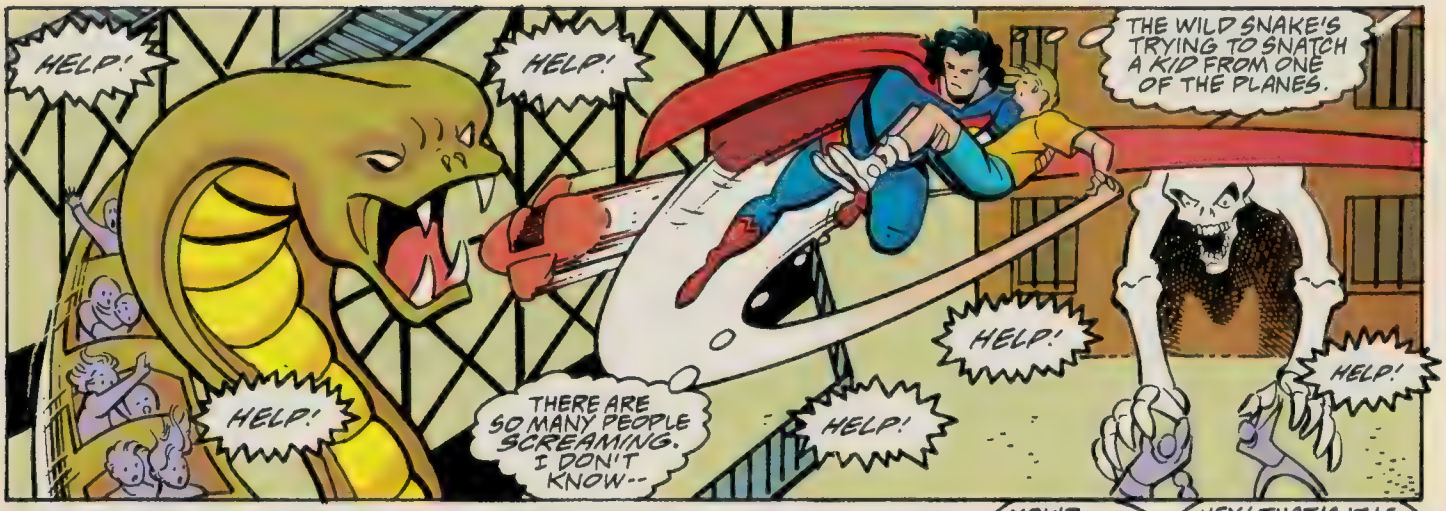

DON'T WE SEEM TO BE GOING TOO FAST?
THE FERRIS WHEEL'S SPINNING OUT OF CONTROL! I CAN'T STOP IT!
HOLD ON WHILE I GO FOR HELP!
POP!
ALL THE RIDES ARE GOING FASTER!
IT ALMOST LOOKS LIKE THEY'RE COMING TO LIFE!
HELP!
THAT POOR MAN!
DON'T WORRY! I'LL GET HIM!
"YOU HOLD ON-- I'M GOING TO MAKE IT LOOK LIKE I'VE BEEN THROWN FROM THE RIDE, TOO..."
"... AND THEN I'LL SAVE HIM AS SUPERMAN!"
HELP!
EVERYBODY'S SO PREOCCUPIED WITH THIS MADNESS...
... NO ONE EVEN NOTICED ME LANDING HERE!
HELP MEEE!
GOT YOU!
SUPERMAN! THANK GOODNESS!


MY HEAVENS! LOOK AROUND US!
OCTOPUS
EVERYTHING IN THE CARNIVAL HAS COME TO LIFE!
THE CAROUSEL ANIMALS! THE OCTOPUS!
YOU MUST BE THIS TALL TO RIDE


EVEN THE WOMAN WHO WAS BEING SAWED IN HALF!
HELP!


DON'T WORRY! I HAVE YOU!
OR AT LEAST... I HAVE HALF OF YOU!
HEAT VISION DOESN'T AFFECT THE MONSTER! BLAST!

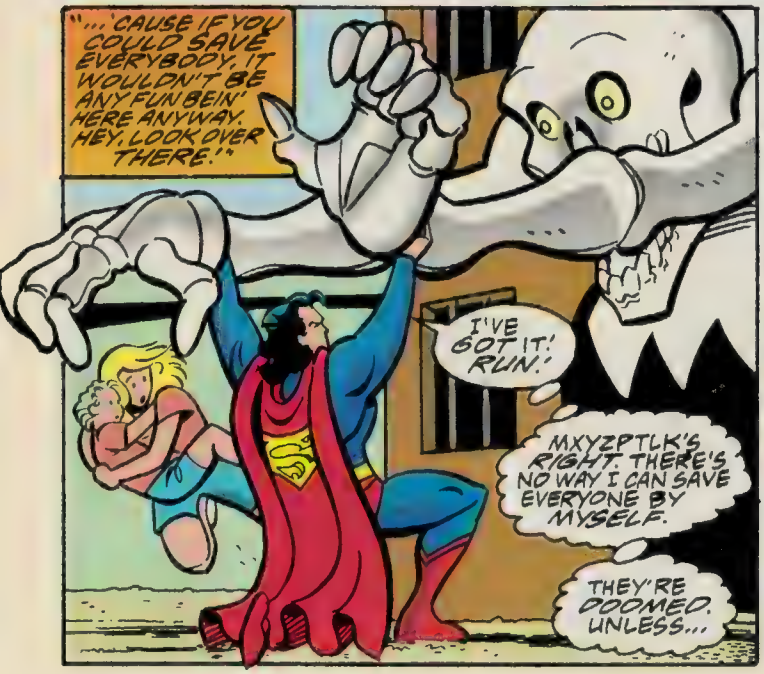

I'VE GOT TO STOP THIS NIGHTMARE! BUT HOW CAN I...
...WHEN I DON'T EVEN KNOW WHAT'S CAUSING IT?
ACES
HELP! SUPERMAN!
TRASH

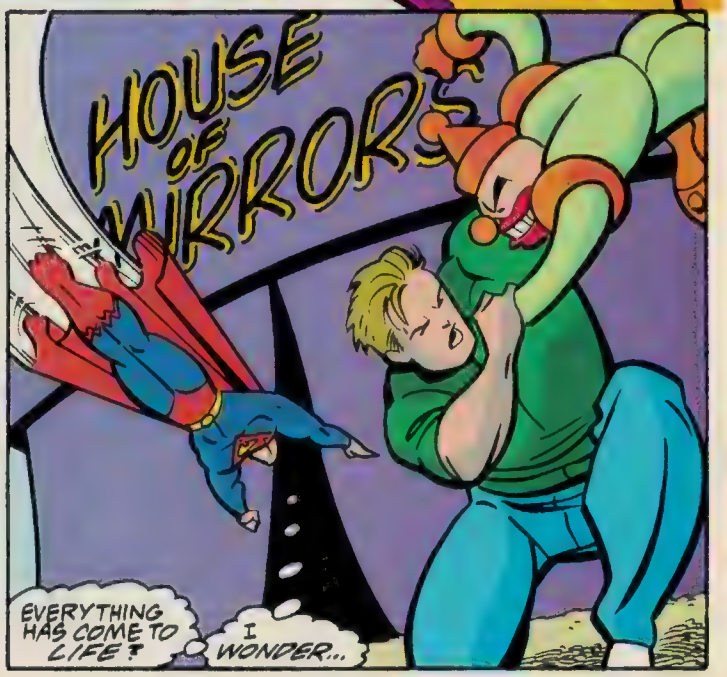

HELP!
HELP!
THE WILD SNAKE'S TRYING TO SNATCH A KID FROM ONE OF THE PLANES.
HELP!
HELP!
HELP!
HELP!
THERE ARE SO MANY PEOPLE SCREAMING. I DON'T KNOW--

HORRIFIC, AINT IT?
MXYZPTLK... THE EVIL IMP FROM THE FIFTH DIMENSION!

THIS ISN'T FUNNY, MXY. CHANGE EVERYTHING BACK! NOW!
YOU KNOW THAT'S NOT HOW IT WORKS!
I'VE REALLY GOT YOU BEAT THIS TIME, HAVEN'T I?

YOU'D HAVE TO BE A DOZEN SUPERMEN TO SAVE EVERYONE!
HEY! THAT'S IT! I WON'T GO AWAY-- OR UNDO WHAT I'VE DONE...
...UNLESS YOU BECOME A DOZEN SUPERMEN...


"...CAUSE IF YOU COULD SAVE EVERYBODY, IT WOULDN'T BE ANY FUN BEIN' HERE ANYWAY. HEY, LOOK OVER THERE!"
I'VE GOT IT! RUN!
MXYZPTLK'S RIGHT. THERE'S NO WAY I CAN SAVE EVERYONE BY MYSELF.
THEY'RE DOOMED. UNLESS...

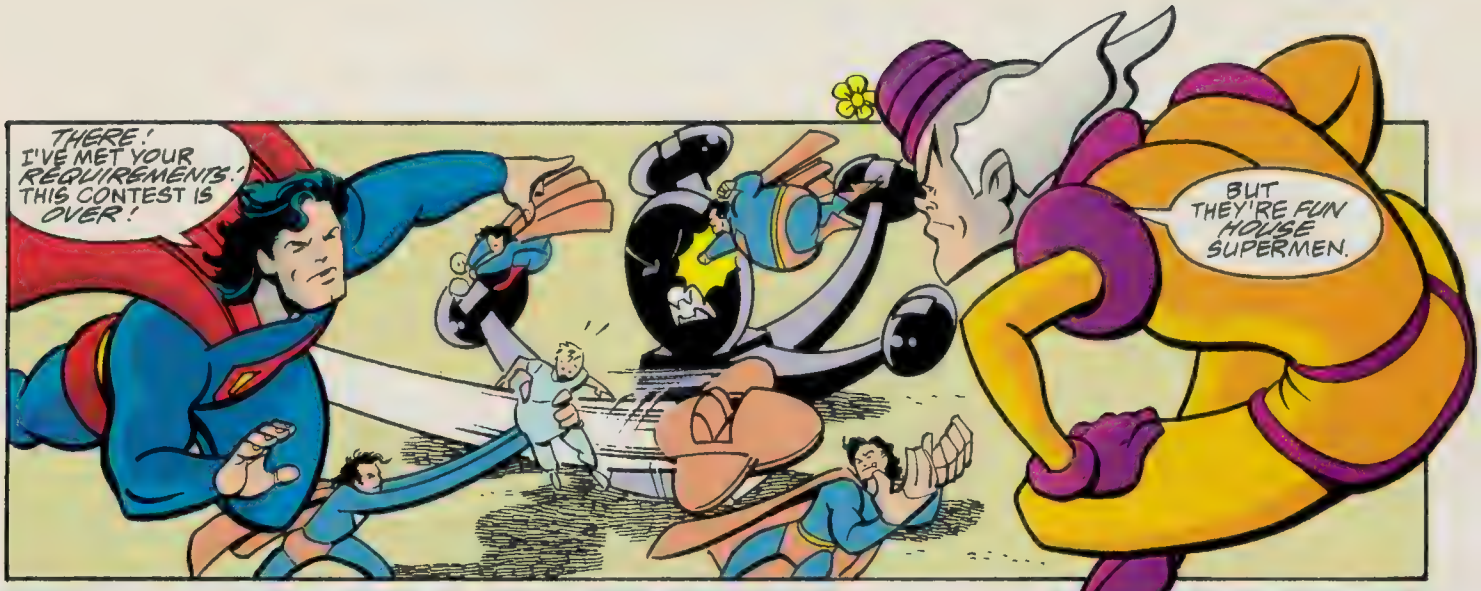

HOUSE OF MIRRORS
EVERYTHING HAS COME TO LIFE?
I WONDER...

ELEVEN! WITH ME THAT MAKES TWELVE! IF IT WORKS!
EVERYTHING ELSE IN THE CARNIVAL HAS COME TO LIFE.

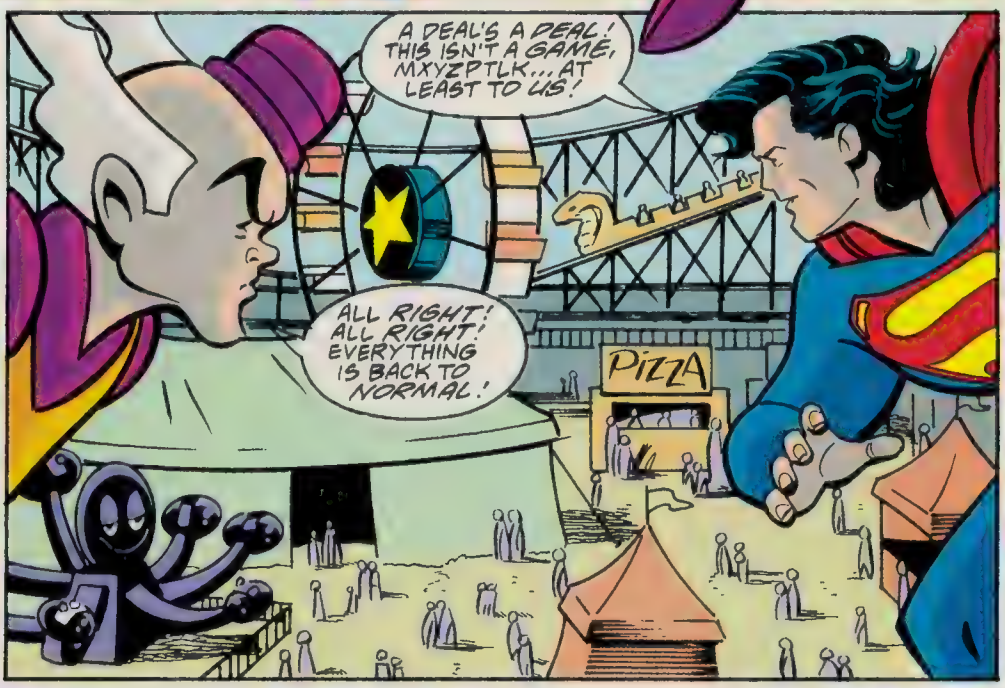
SHOULDN'T YOU COME TO LIFE TOO?

YOU'RE RIGHT!
YOU BET!
AT LEAST MXY'S MAGIC IS CONSISTENT.
COME ON! NOT A MOMENT TO LOSE!

GOOD THING YOU THOUGHT OF IT!
'CAUSE THIS LOOKS LIKE A JOB...
...FOR SUPERMEN!


THERE! I'VE MET YOUR REQUIREMENTS! THIS CONTEST IS OVER!
BUT THEY'RE FUN HOUSE SUPERMEN.

YOU USED MY OWN MAGIC AGAINST ME!


A DEAL'S A DEAL! THIS ISN'T A GAME, MXYZPTLK... AT LEAST TO US!
ALL RIGHT! ALL RIGHT! EVERYTHING IS BACK TO NORMAL!
PIZZA

BUT I'LL BE BACK! AND NEXT TIME, WE'LL PLAY BY DIFFERENT RULES...
...AND NEXT TIME YOU'LL LOSE!
GROAN! I HOPE THERE'S NOT A NEXT TIME.

LATER...
GETTING RID OF MXYZPTLK WAS HARDER THAN IT LOOKED!
AND THE CHIEF THOUGHT ALL THE CARNIVAL STORIES HAVE ALREADY BEEN WRITTEN.
WAIT 'TIL HE READS THIS ONE!

AT LEAST IT HAS A HAPPY ENDING!
THANKS, GUYS! I COULDN'T HAVE DONE IT WITHOUT YOU.
THE END

TM DC Comics © 1994 All Rights Reserved Art TY TEMPLETON, colors TOM McCRAW

As Batman, billionaire Bruce Wayne has always protected Gotham City. He's never been beaten before. But in a fierce death match with the evil Bane, Batman is finally defeated and left crippled and broken. The Dark Knight must turn over his cape and cowl to his young apprentice, Jean Paul Valley. But will Paul's harsh brand of justice leave the legacy of Batman in ruins?

Painting: JOE QUESADA

Batman: Kn

Everything was the same, yet everything was different.

Caught in a pool of light at the back of a downtown shopping mall, Batman and Robin were surrounded by weapon-wielding thugs they'd caught red-handed in a late-night heist. Three thugs were already down on the ground, in no condition to continue the fight; but another four were armed and willing.

The Dynamic Duo worked well together, covering each other's back, one ducking to allow the other to get in a cross-blow at their attackers. That's how it was the same.

The difference was, the man in the cape and cowl wasn't Bruce Wayne.

For thirty nights now, Jean Paul Valley had been the Batman, and so far Robin could hardly fault the job he'd done. Paul was fast, strong, clever, and scary. Maybe even *too* scary.

Only one thug still stood, a bulky shaven-headed biker with a nose ring and tattoos. He held a metal bar, swinging it loosely.

"Put it down." Paul's voice was low and grating; he'd been practicing and could now sound exactly like Bruce used to. "Or I'll put *you* down."

Baldy gulped. He was no coward, but he wasn't crazy. The weapon dropped from his hand—only to be snatched by Batman before it hit the ground.

"Slime!" Batman snarled. "I ought to take this to you, the way you used it on the guard in the mall!"

"No!" Robin leapt forward, knocking the bar from his partner's hand. "That's not the way we do things!"

Batman let his victim go, and the man ran off, heading for the two police officers who were hurrying toward the sounds of commotion.

"I surrender!" he sobbed. "I'll tell you everything! Just don't let him get me!"

"Never look a gift horse in the mouth, Montoya." Officer Harvey Bullock glanced at his female companion as he pulled out his cuffs. "But tell me, fella—who's gonna get you?"

Montoya and Bullock followed the man's trembling finger—but apart from six KO'd thugs, there was no one there at all.

"Don't ever do that to me again!" Paul shouted.

The duo swung from building to building and landed on the third-floor platform of a fire escape.

"I'm Batman now," Paul continued. "We do things my way."

"What—beat up on a defenseless man who'd already surrendered?" Robin was outraged. "Bruce

A Knight's Fall. A Hero's Quest. A Batman Reborn.

ightfall & Beyond

by Alan Grant

Batman created by BOB KANE

taught us to arrest criminals using minimal violence. If you think bullying and acting tough is what Batman is all about, then maybe Bruce made a mistake to appoint you as his successor!"

"So tell on me," Batman said coldly. He turned his back, gazing out on the neon-lit city that stretched away into the distance like the set of some science fiction movie. "There's a city out there that needs us. You can come with me—or if you don't like my methods, you can stay behind."

fearsome high-tech gauntlets. Razor-edged "fins" decorated the gloves' sides, while the fingers ended in lethal-looking spikes.

"What the heck are those, Paul?"

"I...don't know. I just felt an urge to pick up pen and paper...then I fell into some sort of trance. When I came out of it, I had full designs for these things. I wondered if I could actually build them." He glanced admiringly at his handiwork. "They'll be invaluable! I'll be able to climb otherwise unscalable buildings—and make Batman's

THE NEW BATMAN

A Knight's Fall. A Hero's Quest. A Batman Reborn.

Without looking back, he launched himself into the air.

The Boy Wonder was not happy. He knew this was no way for Paul to be acting, and he wondered if he should tell Bruce. Robin brightened a little as he thought of the man he idolized. After his terrible defeat, Bruce's condition was improving daily. With the aid of his indomitable spirit, he was now as mobile as a man in a wheelchair could be. But it was not known if he would walk again. Robin could only hope for the best.

The next day, Robin unlocked a wooden hatch concealed under his kitchen rug. He hurried down the steps to the cellar and slid back a loose wall panel to reveal another opening. This was one he and Bruce had constructed. It connected with a series of small caves and passages and eventually ran into the Batcave.

Paul was in the cave now, in full costume apart from his cowl. Robin stepped out into the light and was surprised to see Paul holding both hands up in front of him. Instead of the normal Batman gloves, he was wearing a pair of

image that much more menacing!"

But Robin foresaw another use. "And cut throats, too!" he accused. "Batman always said we should rely on our minds and our wits—not weaponry." He broke off, unhappy. He'd come here for reconciliation, not another argument.

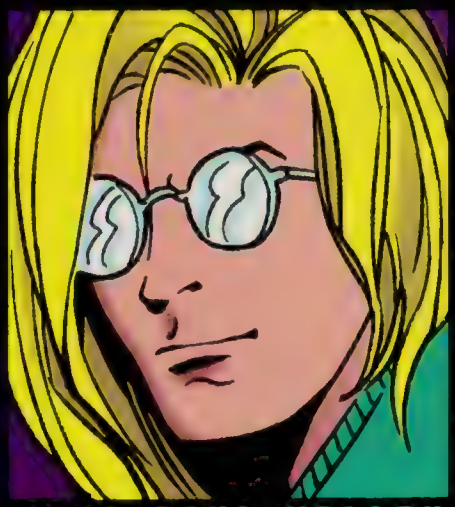
Paul was angry. "*I'm* Batman now!"

His right gauntlet shot out suddenly, powering through the air directly toward Robin's face. But the sharp, gleaming spikes stopped a centimeter short.

Paul's eyes blazed fiercely. "It seems we no longer agree, 'partner.' So why don't we just call it a day?"

Paul grabbed the teenager and roughly propelled him toward the stairs. "Get out of this cave and don't come back!" He thrust Robin forward, almost stumbling. "I don't need a partner! From now on, I work solo!"

Night after night like some monstrous bird of prey, Batman swooped through Gotham City. His new costume, born of Jean Paul Valley's fevered trance, made him far more dangerous, more sinister,



JEAN PAUL VALLEY

than ever before.

The new cape grabbed the wind and swelled on its lift. He was a dark angel on jagged wings.

Truly this was the role he had been born for, he thought to himself. He would be the best Batman there could ever be.

But what would happen if Bruce Wayne ever decided to reclaim Gotham City and his role as Batman?

From the novel *Batman: Knightfall & Beyond* by Alan Grant—available in paperback from Bantam Doubleday Dell Books for Young Readers.

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Clip and save!

THE HERO FILE

Alter Ego: Katar Hol

Planet of Origin: Thanagar

Status: Police officer (on Thanagar); Exile (on Earth)

Known Relatives: Paran Katar (father, deceased); Naomi Carter (mother)

Group Affiliation: Partner of Shayera Thal–Hawkwoman (fellow exile)

Base of Operation: Chicago, Illinois, and vicinity

Historical First Appearance: THE BRAVE AND THE BOLD #34 (March, 1961)

Most Recent Appearances: HAWKWORLD (limited series, 1989); HAWKWORLD (monthly series, 1990 to 1993); HAWKMAN (1993 to present)

Height: 6 feet, 1 inch

Weight: 195 pounds

Eyes: Blue

Hair: Black

HAWKMAN™

Clip and save!

One of our greatest heroes, Hawkman is also one of the few super-heroes to come from another planet. Hawkman, also known as Katar Hol, was born on the planet Thanagar. His father, Paran Katar, was a renowned scientist who invented an antigravity metal that enabled people to fly. Katar Hol learned how to use his father's invention when he became a Wingman, one of Thanagar's police officers.

At that time, most of Thanagar's population were very poor and were treated as slaves. Paran Katar sympathized with the workers and did what he could to help them, which angered many of the corrupt Wingmen. One of them, an officer named Byth, tricked Katar Hol into killing his own father, Paran.

For his crime, Katar Hol was exiled to an abandoned island for ten years. During that time, he came to realize that his father's death was not completely his fault and swore revenge upon Byth. Escaping, Katar found an ally in a female Wingman, Shayera Thal. Together, they opposed Byth, eventually pursuing him to Earth. After defeating Byth, they both found they loved the freedom of this new world and stayed on as fighters of injustice.

Hawkman recently discovered that his mother was actually an Earthling, Naomi Carter. A Native American, she had married Hawkman's father during one of Paran's visits to Earth. Returning with him to Thanagar, where Katar was born, she found that world too cruel and corrupt and returned to Earth.

Hawkman is particularly interested in the United States, which is very different from his world. On Thanagar, only the very rich are given the freedom to do what they want; everyone else is told what to do by the government. Hawkman is fascinated by the concept of democracy.

Hawkman's antigravity belt is what actually helps him fly; his wings serve only to control his speed and direction. The belt also enables him to lift extremely heavy objects.

Thanks to his training as a Wingman, Hawkman is a powerful hand-to-hand fighter. He is skilled with various Thanagarian weapons and is becoming proficient with Earth weapons, particularly a giant dagger known as the *Katar*.

Although Hawkman prefers to fight alone or with his partner, Hawkwoman, he also has teamed with the super-hero group the Justice League. Hawkman has encountered many villains over the years, including:

Byth:

Thanks to an experimental drug, Byth is able to change his body into anything he wants. Byth often changes into horrible, freakish creatures, but also can take the shape of something as ordinary as a chair if he wishes to hide in plain sight.

Count Viper:

Etienne du Vipere has lived since the eighteenth century, thanks to his ability to switch minds with others. Thus, whenever he is near death, he can simply change bodies with another person who is not in danger. He also has many other powers of the mind, including the ability to levitate, start fires, and move objects simply by concentrating.

Shadow Thief:

An industrial spy, Carl Sands is an American who was given a Thanagarian Shadow Field Generator by Byth. With this generator, he can become a living shadow and make himself intangible.

—*Scott Peterson*

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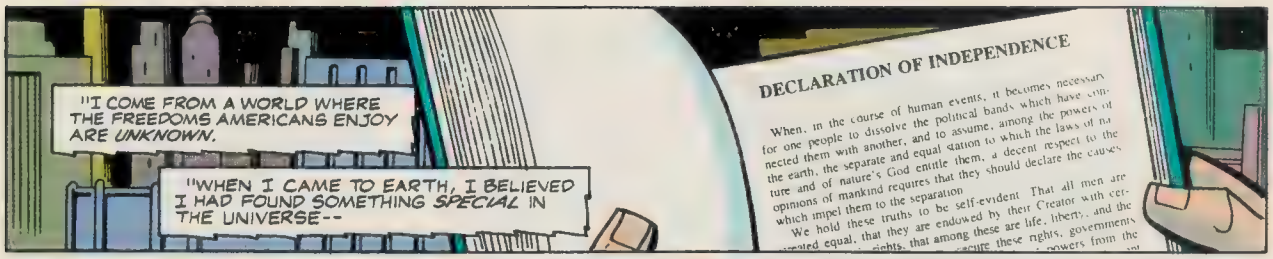
BORN ON THE PLANET THANAGAR, KATAR HOL CAME TO EARTH ON A DIPLOMATIC MISSION. SEEING FOR THE FIRST TIME AMERICA'S DEMOCRATIC GOVERNMENT, SO UNLIKE THE OPPRESSIVE SYSTEM OF HIS NATIVE WORLD, KATAR BECAME THE HERO KNOWN AS...
HAWKMAN
A DECLARATION OF INDEPENDENCE
The unanimous Declaration States of America
HISTORY
"THE AMERICAN COLONISTS WANTED ONLY ONE THING FROM ENGLAND... FREEDOM FROM TYRANNY, FREEDOM TO CHOOSE THEIR OWN DESTINIES.
"FREEDOM!
FROM THE DIARY OF KATAR HOL: "ON JULY 4, 1776, THE CONTINENTAL CONGRESS OF THE AMERICAN COLONIES ADOPTED A BRAVE AND NOBLE DOCUMENT THAT CUT THEIR TIES WITH ENGLAND.
"THAT DOCUMENT, WRITTEN AND SIGNED BY THE GREATEST STATESMEN OF THE TIME, SIGNALED THE START OF THE REVOLUTIONARY WAR AND LED TO THE FORMATION OF THE UNITED STATES OF AMERICA.
PAUL KUPPERBERG WRITER
RICK BURCHETT ARTIST
TOM McCRAW COLORIST
KEVIN CUNNINGHAM LETTERER
CHARLES KOCHMAN EDITOR


"I COME FROM A WORLD WHERE THE FREEDOMS AMERICANS ENJOY ARE UNKNOWN.
"WHEN I CAME TO EARTH, I BELIEVED I HAD FOUND SOMETHING SPECIAL IN THE UNIVERSE--
DECLARATION OF INDEPENDENCE
When, in the course of human events, it becomes necessary for one people to dissolve the political bands which have con- nected them with another, and to assume, among the powers of the earth, the separate and equal station to which the laws of na- ture and of nature's God entitle them, a decent respect to the opinions of mankind requires that they should declare the causes which impel them to the separation
We hold these truths to be self-evident That all men are

"--A DEMOCRATIC NATION WHOSE FOUNDATION WAS BUILT ON THESE WORDS FROM ITS DECLARATION OF INDEPENDENCE:

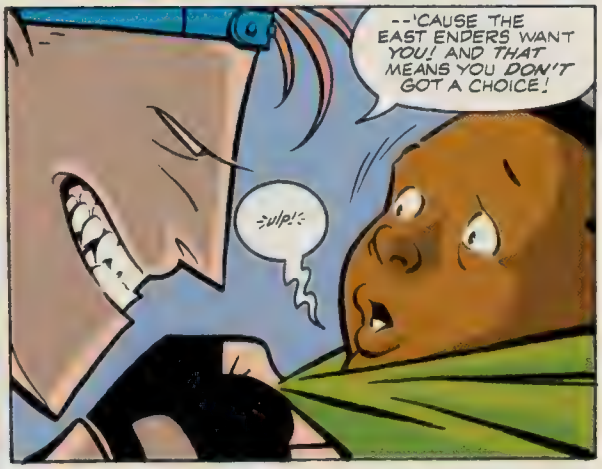
"WE HOLD THESE TRUTHS TO BE SELF-EVIDENT, THAT ALL MEN ARE CREATED EQUAL, THAT THEY ARE ENDOWED BY THEIR CREATOR WITH CERTAIN UNALIENABLE RIGHTS--

"--THAT AMONG THESE ARE LIFE, LIBERTY, AND THE PURSUIT OF HAPPINESS."
HEY, JAMIE! HOW'S IT GOIN', MAN?
HUH?!

WOLF?! Uhh... HIYA, GUYS, I... I WAS JUST... JUST...
JUST WHAT, MAN? AVOIDIN' US, LIKE YOU BEEN DOIN' SINCE WE ASKED YOU TO JOIN US EAST ENDERS?
EAST ENDERS
EAST END

L-LOOK, WOLF, I DON'T THINK I WANT TO...
SURE YOU DO. ONLY A BABY DOESN'T WANT TO RUN WITH US! YOU AIN'T A BABY, ARE YOU, JAMIE?

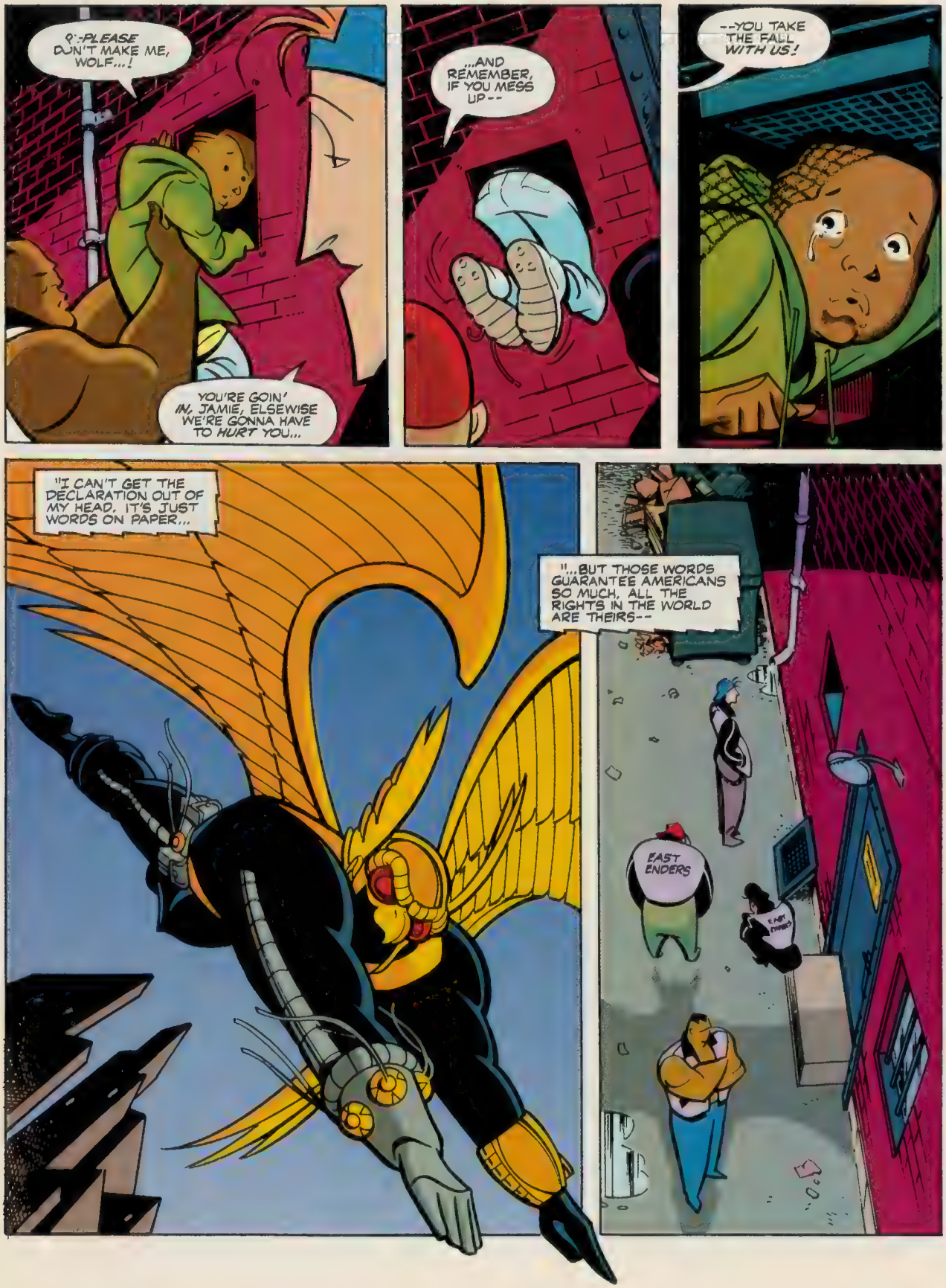
NO, BUT I...
COOL! THEN IT'S SETTLED--

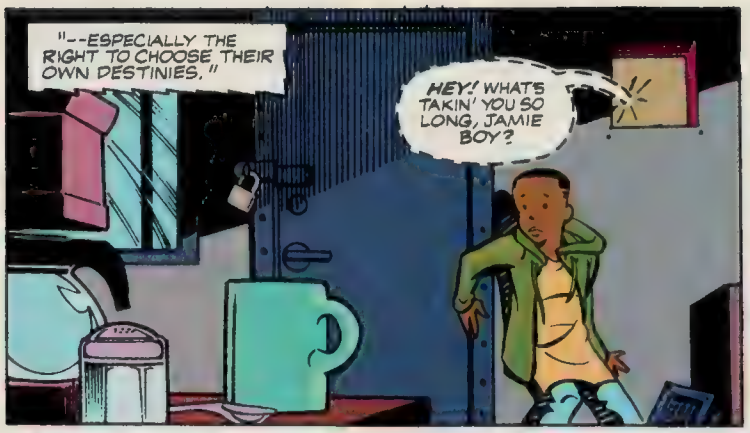

--'CAUSE THE EAST ENDERS WANT YOU! AND THAT MEANS YOU DON'T GOT A CHOICE!
:ulp!:

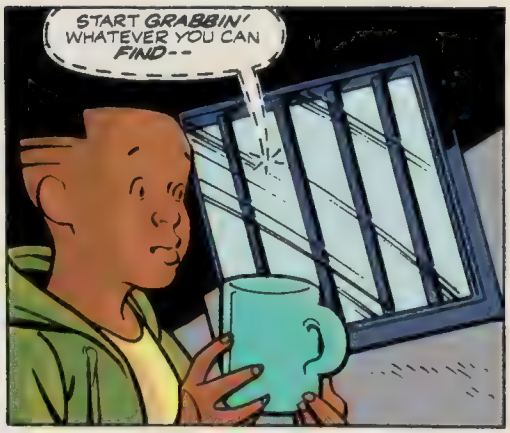
LOOKIN' GOOD! READY TO MAKE YOUR MARK WITH US, JAMIE?
JUST LEMME GO HOME, OKAY? I SWEAR I WON'T TELL ANYBODY ANYTHING!
Acme Jewelry

I KNOW YOU WON'T, MAN... CAUSE YOU'RE IN THIS WITH US!
SEE, THERE WAS AN AIR CONDITIONER IN THAT OPENING. WHEN THEY TOOK IT OUT FOR THE WINTER, THEY PUT ON THAT GRATING TO COVER THE HOLE--

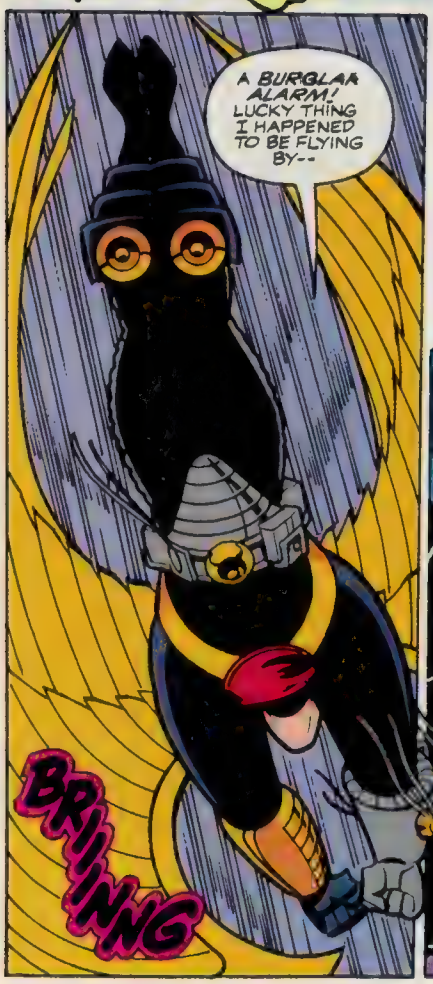
--AND DIDN'T BOTHER TO HOOK UP THE BURGLAR ALARM TO THIS GRATE. WE'RE ALL TOO BIG TO FIT THROUGH THE OPENING...BUT YOU'RE JUST THE RIGHT SIZE, JAMIE!


?:-PLEASE DON'T MAKE ME, WOLF...!
YOU'RE GOIN' IN, JAMIE, ELSEWISE WE'RE GONNA HAVE TO HURT YOU...
...AND REMEMBER, IF YOU MESS UP--
--YOU TAKE THE FALL WITH US!
"I CAN'T GET THE DECLARATION OUT OF MY HEAD. IT'S JUST WORDS ON PAPER...
"...BUT THOSE WORDS GUARANTEE AMERICANS SO MUCH, ALL THE RIGHTS IN THE WORLD ARE THEIRS--
EAST ENDERS


"--ESPECIALLY THE RIGHT TO CHOOSE THEIR OWN DESTINIES."
HEY! WHAT'S TAKIN' YOU SO LONG, JAMIE BOY?

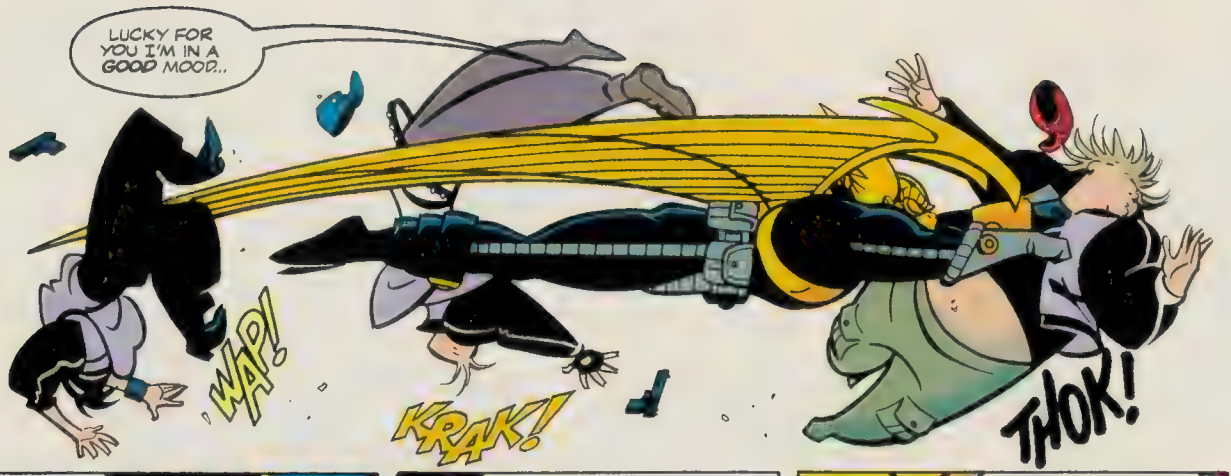

START GRABBIN' WHATEVER YOU CAN FIND--

--AND LET'S GET MOVIN' BEFORE SOMEBODY... HUH?!
HOLY COW! THE KID'S GOTTA BE NUTS...HE SET OFF THE ALARM!
KRASH!
BRIIIIIIINNNNG!


A BURGLAR ALARM! LUCKY THING I HAPPENED TO BE FLYING BY--
BRIINNG

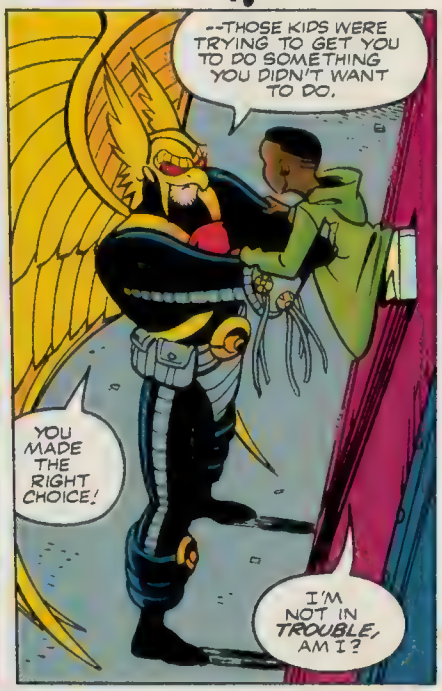
--LUCKY, THAT IS, FOR ME... BUT NOT FOR THESE PUNKS!
IT...IT'S HAWKMAN!
EAST ENDER

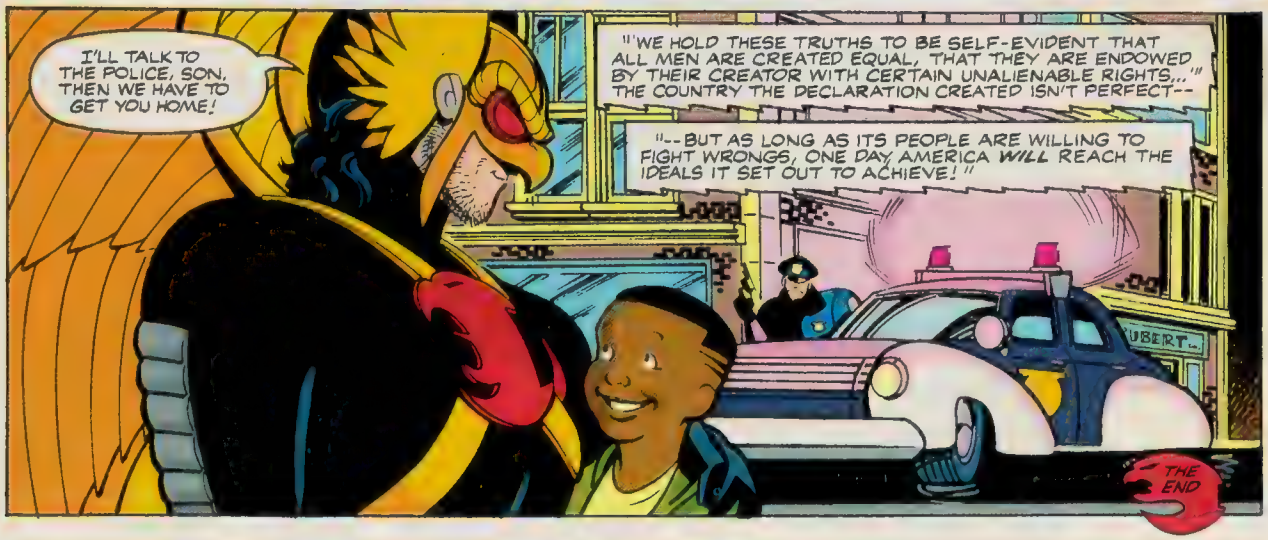
GUNS! NOT A GOOD IDEA TO PULL GUNS ON ME, JUNIOR!
WE'RE BUSTED... 'LESS WE GET THIS STUPID BIRD-MAN!
SOK!


LUCKY FOR YOU I'M IN A GOOD MOOD...
WAP!
KRAK!
THOK!

...AND THAT YOU AREN'T WORTH WASTING ALL THAT MUCH ENERGY ON! I... HUH?
IS... IS IT OKAY TO COME OUT NOW...?

TH-THEY MADE ME HELP THEM... I BROKE THE WINDOW SO THE ALARM WOULD SCARE THEM AWAY... I SWEAR!
GOOD MOVE--


--THOSE KIDS WERE TRYING TO GET YOU TO DO SOMETHING YOU DIDN'T WANT TO DO.
YOU MADE THE RIGHT CHOICE!
I'M NOT IN TROUBLE, AM I?


I'LL TALK TO THE POLICE, SON. THEN WE HAVE TO GET YOU HOME!
"WE HOLD THESE TRUTHS TO BE SELF-EVIDENT THAT ALL MEN ARE CREATED EQUAL, THAT THEY ARE ENDOWED BY THEIR CREATOR WITH CERTAIN UNALIENABLE RIGHTS..." THE COUNTRY THE DECLARATION CREATED ISN'T PERFECT--
"--BUT AS LONG AS ITS PEOPLE ARE WILLING TO FIGHT WRONGS, ONE DAY AMERICA WILL REACH THE IDEALS IT SET OUT TO ACHIEVE!"
THE END

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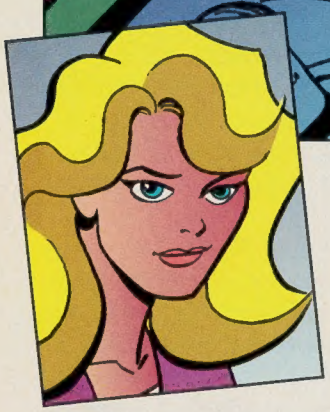


CAT CALLS

By Catherine Grant

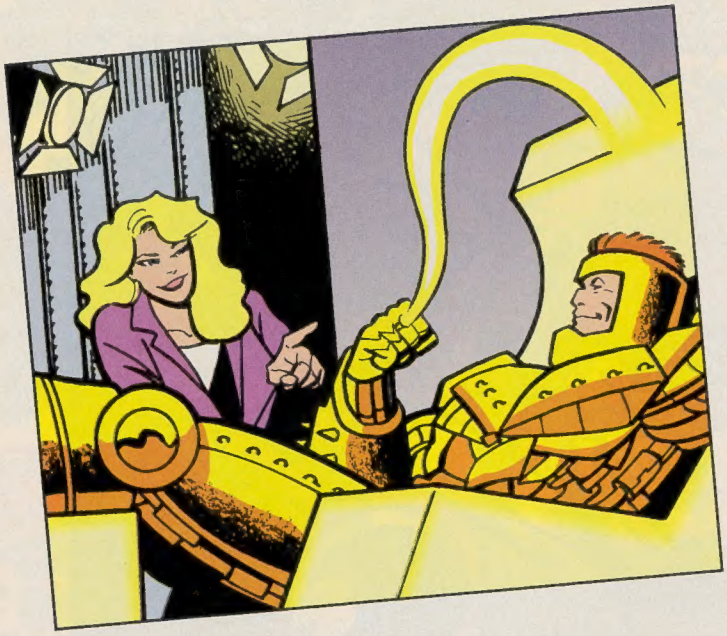
This interview was transcribed by Mike McAvennie.

Welcome to CAT CALLS, the *Daily Planet*'s source for the latest happenings and events that occur not only in the Big Apricot we call Metropolis, but all around the world.

Entering this Cat's lair from time to time will be your favorite celebrities, who will go one-on-one with yours truly and tell you what's happening in their lives. And I'm not just talking about TV and movie stars; I mean super-powered celebrities, too.

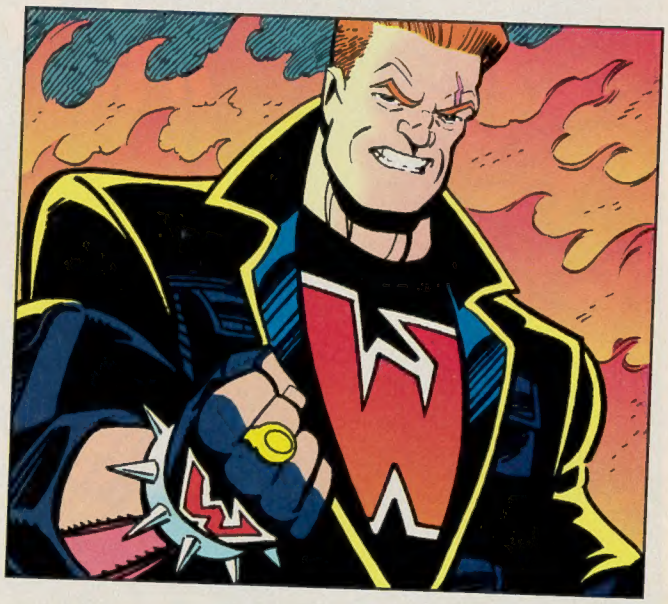
For example, flying into the *Planet* offices the other day was Guy Gardner, one-time member of the Green Lantern Corps, a group of galactic protectors formed to safeguard our universe. Like all Green Lanterns, Mr. Gardner wore a power ring, a source of great cosmic strength fueled by the will of the person wearing it.

Sources close to both the GL Corps and the super-hero



team Justice League America [of which Mr. Gardner is also a member] describe him as "a hothead" who has gotten in as many fights with fellow heroes as he has with super-villains. It seems that the past several months, however, have been a cooling-off period for Mr. Gardner, as well as a time of change. First came a new, more powerful ring. He has also recently altered his image by donning an armored outfit and a new name: Warrior. As for his attitude...well, judge for yourselves as I try sinking my reporter's claws into this new Guy.

CAT: Welcome, Mr. Gardner—
WARRIOR: Warrior.
CAT: Sorry—Warrior. Just how did you begin your career as a hero? Did you have to take any tests to become a Green Lantern?
WARRIOR: Naw, nothin' like that. It started when the Guardians of the Universe, these little blue dweebs who live on the planet Oa and created the Green Lantern Corps, gave me one of their power rings to protect Earth.
CAT: What could this 'power ring' do?
WARRIOR: Hey, just about anything I wanted it to. The ring worked on will power, and I got *lots* of that.
CAT: Now, you arrived on the scene a few years *after* the other Green Lant—
WARRIOR: The Guardians knew they made a mistake givin' the job to that wimp, so they came to me, 'cause I wasn't afraid of doin' the *dirty work*. That clown may have come before me, but I was the *best*.
CAT: My sources say that he took away your ring.
WARRIOR: Vicious rumors. No, really, the ring was powerful, but it also had some stupid weaknesses. F'r one thing, I hadda recharge it every 24 hours with a power battery. It also couldn't stop anythin' colored yellow. Since I can't ask bad guys to use only certain colors, or to wait while I charge my ring, I decided it was time to make a few changes.
CAT: And those changes were?
WARRIOR: Well, first I went to this dimension called Qward. The Qwardians and the Guardians are enemies. I'd learned that the Qwardians had created a power ring that was yellow, so it could beat even a Green Lantern. I found a way to get to Qward and got my hands on that ring.
CAT: Did you also get your new armor from Qward?
WARRIOR: Nah, I had the Blue Beetle build it for me. He may be a wise-crackin' nerd, but he *is* the scientific whiz of the Justice League. The armor's designed with a built-in force field and gives me the strength of about 20 Guys. An' that means trouble.
CAT: Coming back to rings for a moment, is there a special someone to whom you'd like to give a ring?
WARRIOR: Whoa! Hold it right there! I see where this is headed. Nice try, but sorry. Me 'n' my JLA teammate Ice kinda got a thing goin'.
CAT: Wait, I think you misunderstood—
WARRIOR: Hey, no problem. You just wanna know if



I'm spoken for. Let's just drop it, though, okay? If Ice reads this, she'll probably get so jealous she'll want to turn ya into a popsicle!
CAT: Uh...Well, speaking of Blue Beetle and Ice, how would you describe your relationship with the rest of the Justice League?
WARRIOR: Those bozos *love* me! Maybe they don't show it, but they know how important I am to the team.
CAT: When Warrior isn't working alongside the Justice League, how does Guy Gardner spend his free time?
WARRIOR: Free time? Who's got free time when ya got a universe to save? Speakin' a' which, I gotta go. Somethin' weird's happened on Oa, an' I gotta find out *what*. It's been real.
CAT: Wait, Warrior—Before you leave, is there anything else you'd like to tell our readers?
WARRIOR: Yeah. Lissen up, Guy fans! I just wanna let you know you always got a hero in your corner fightin' for you! I ain't got the Guardians breathin' down my neck, so it's no more Mr. Nice Guy! Trouble's got a new name, and it's *Warrior*!

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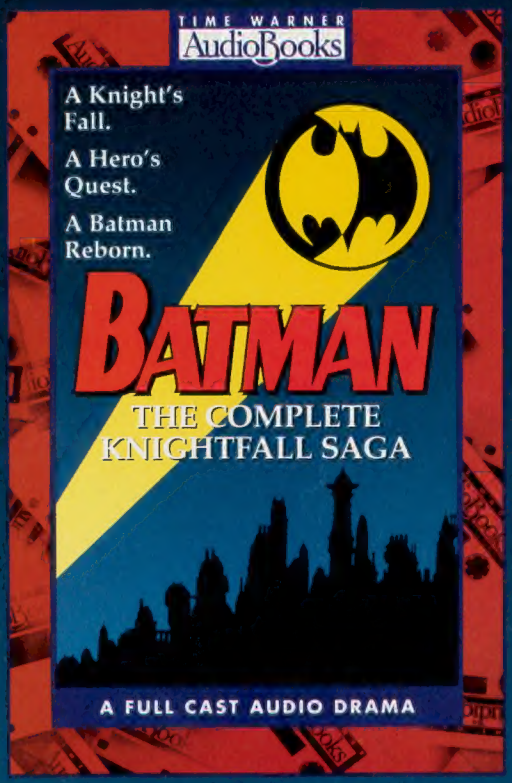

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